

# BATTLETECH™

## BATTLEMECH RECORD SHEET

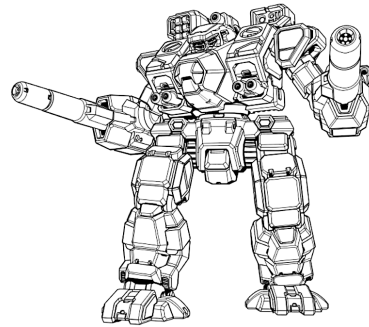
### 'MECH DATA

Type: Warhammer IIC 2

Movement Points:      Tonnage: 80  
 Walking: 4              Tech Base: Clan  
 Running: 6              Rules Level: Standard  
 Jumping: 0              Role: Missile Boat

### WARRIOR DATA

Name: \_\_\_\_\_  
 Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
 Hits Taken    1 2 3 4 5 6  
 Consciousness# 3 5 7 10 11 Dead



Weapons & Equipment Inventory (hexes)							
Qty	Type	Loc	Ht	Dmg	Min	Sht	Med Lng
1	LRM 15	RT	5	1/Msl	—	7	14 21
1	SRM 6	RT	4	2/Msl	—	3	6 9
1	LRM 15	LT	5	1/Msl	—	7	14 21
1	ER PPC	RA	15	15	—	7	14 23
1	ER PPC	LA	15	15	—	7	14 23

BV: 2,482



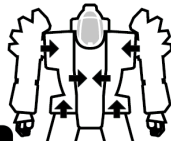
### CRITICAL HIT TABLE

- Left Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - ER PPC
- 1-3
- Center Torso**
- ER PPC
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6
- Left Torso (CASE)**
- Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - Double Heat Sink
  - LRM 15
  - LRM 15
- 1-3
- Ammo (LRM 15) 8
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
  - Roll Again
- 4-6

- Head**
- Life Support
  - Sensors
  - Cockpit
  - Roll Again
  - Sensors
  - Life Support
- Center Torso**
- Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Gyro
  - Gyro
  - Gyro
- 1-3
- Gyro
  - Fusion Engine
  - Fusion Engine
  - Fusion Engine
  - Double Heat Sink
  - Double Heat Sink
- 4-6

- Right Arm**
- Shoulder
  - Upper Arm Actuator
  - Lower Arm Actuator
  - Double Heat Sink
  - Double Heat Sink
  - ER PPC
- 1-3
- Center Torso**
- ER PPC
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Roll Again
  - Roll Again
- 4-6
- Right Torso (CASE)**
- Double Heat Sink
  - Double Heat Sink
  - LRM 15
  - LRM 15
  - Ammo (LRM 15) 8
  - Ammo (LRM 15) 8
- 1-3
- SRM 6
  - Ammo (SRM 6) 15
  - Endo Steel
  - Endo Steel
  - Ferro-Fibrous
  - Ferro-Fibrous
- 4-6

Engine Hits ○○○  
 Gyro Hits ○○  
 Sensor Hits ○○  
 Life Support ○

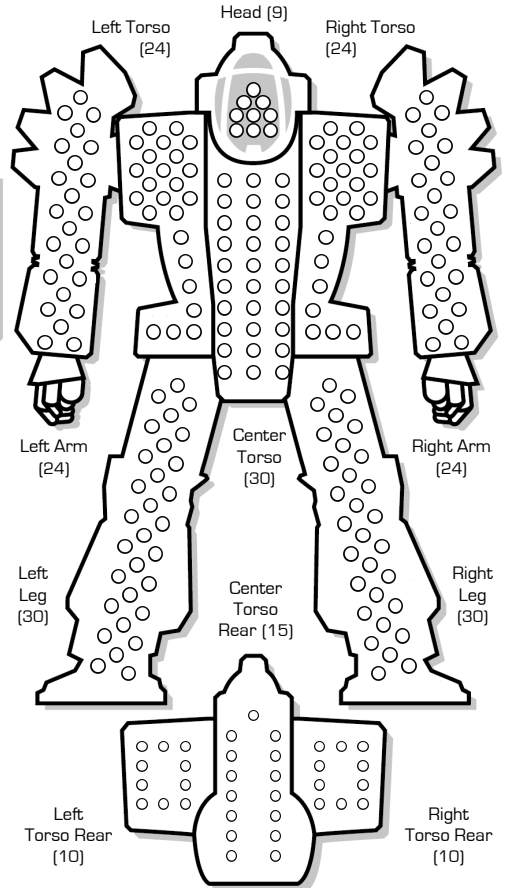


Damage Transfer Diagram

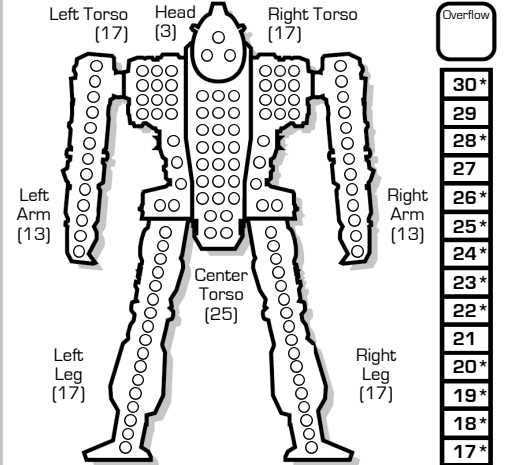


- Left Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Double Heat Sink
  - Double Heat Sink
- Right Leg**
- Hip
  - Upper Leg Actuator
  - Lower Leg Actuator
  - Foot Actuator
  - Double Heat Sink
  - Double Heat Sink

### ARMOR DIAGRAM



### INTERNAL STRUCTURE DIAGRAM



### HEAT DATA

Heat Level*	Effects	Heat Sinks: 20 [40]
30	Shutdown	Double ○○
28	Ammo Exp. avoid on 8+	○
26	Shutdown, avoid on 10+	○
25	-5 Movement Points	○
24	+4 Modifier to Fire	○
23	Ammo Exp. avoid on 6+	○
22	Shutdown, avoid on 8+	○
20	-4 Movement Points	○
19	Ammo Exp. avoid on 4+	○
18	Shutdown, avoid on 6+	○
17	+3 Modifier to Fire	○
15	-3 Movement Points	○
14	Shutdown, avoid on 4+	○
13	+2 Modifier to Fire	○
10	-2 Movement Points	○
8	+1 Modifier to Fire	○
5	-1 Movement Points	○